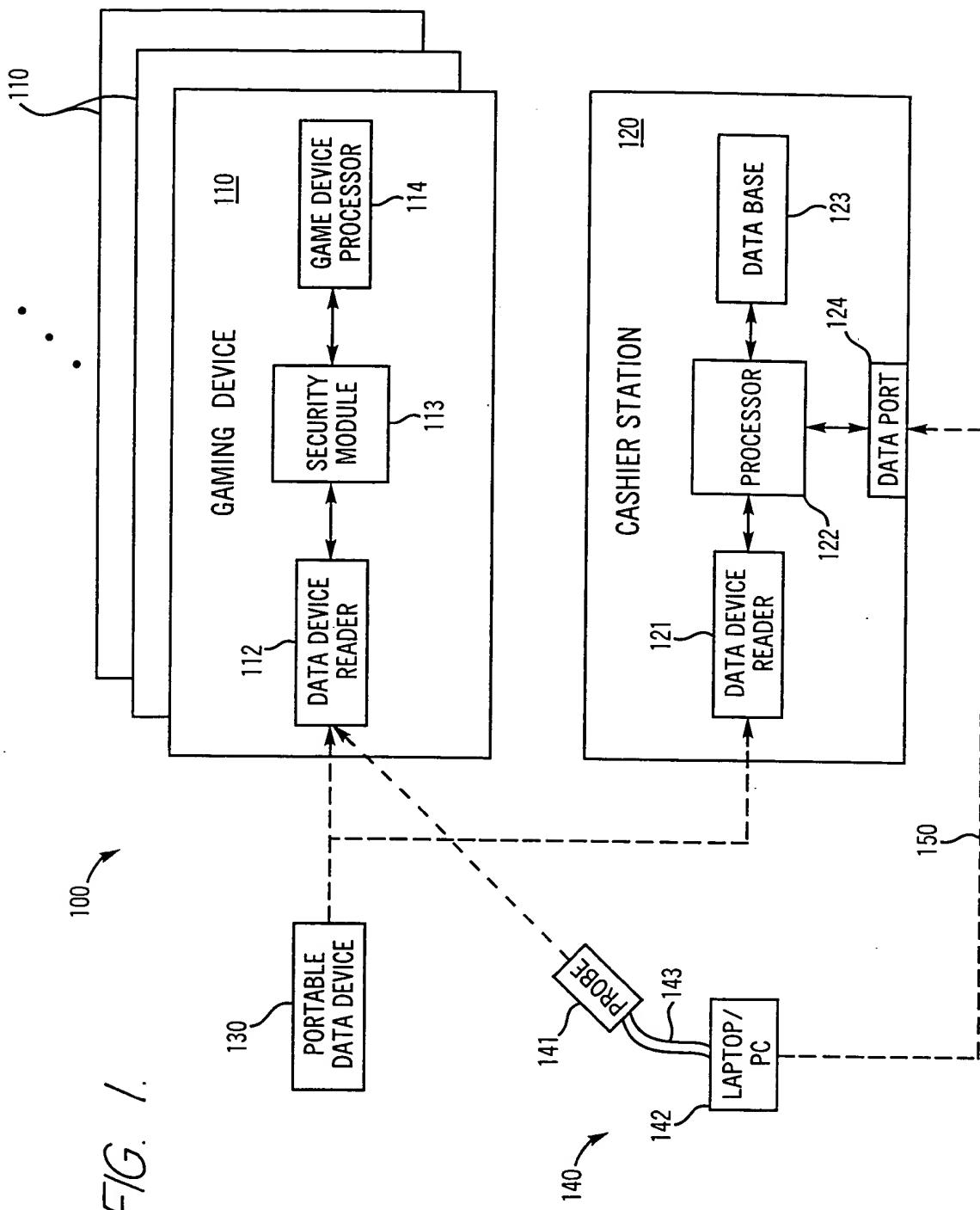


FIG. 1.



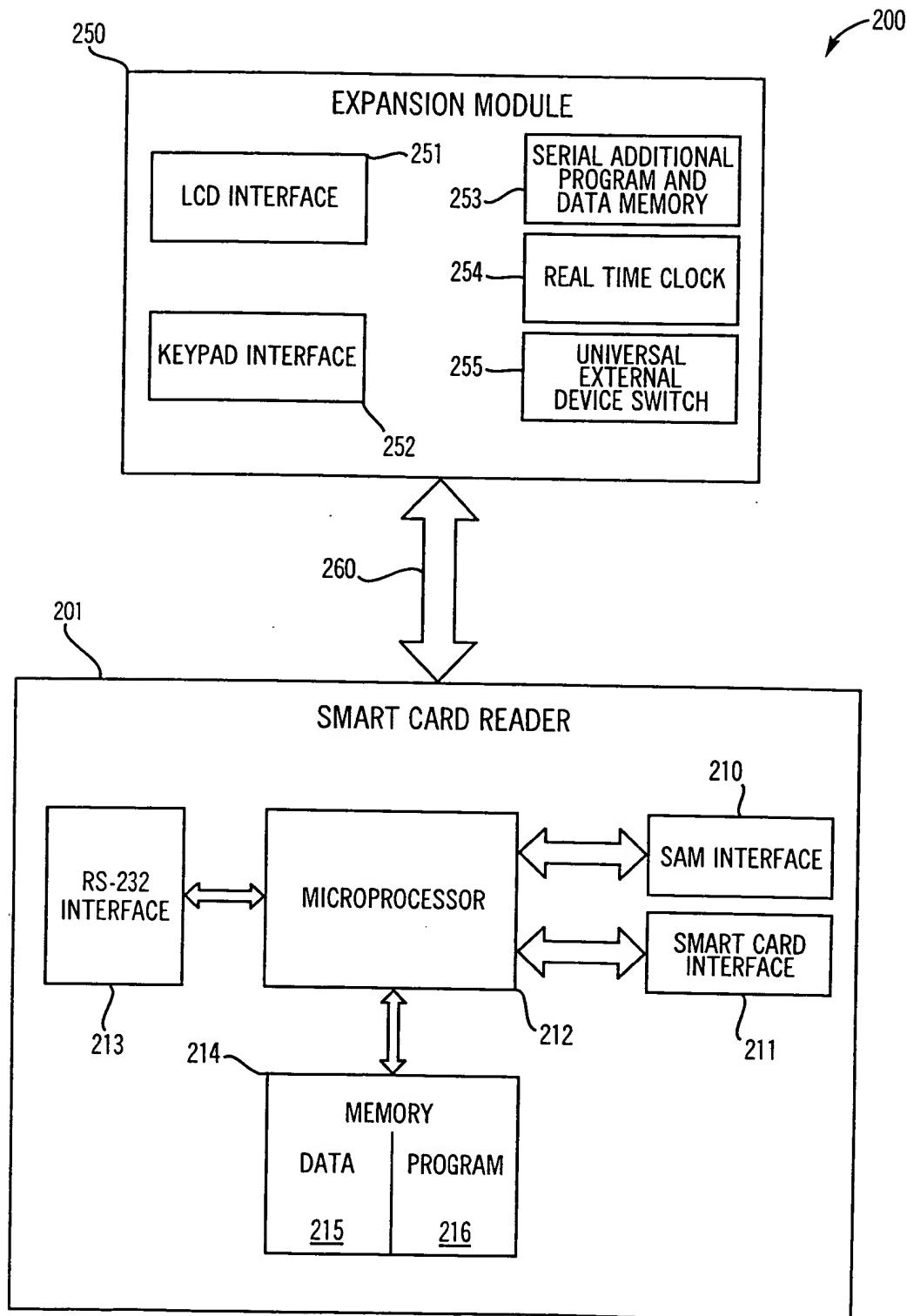


FIG. 2.

FIG. 3.

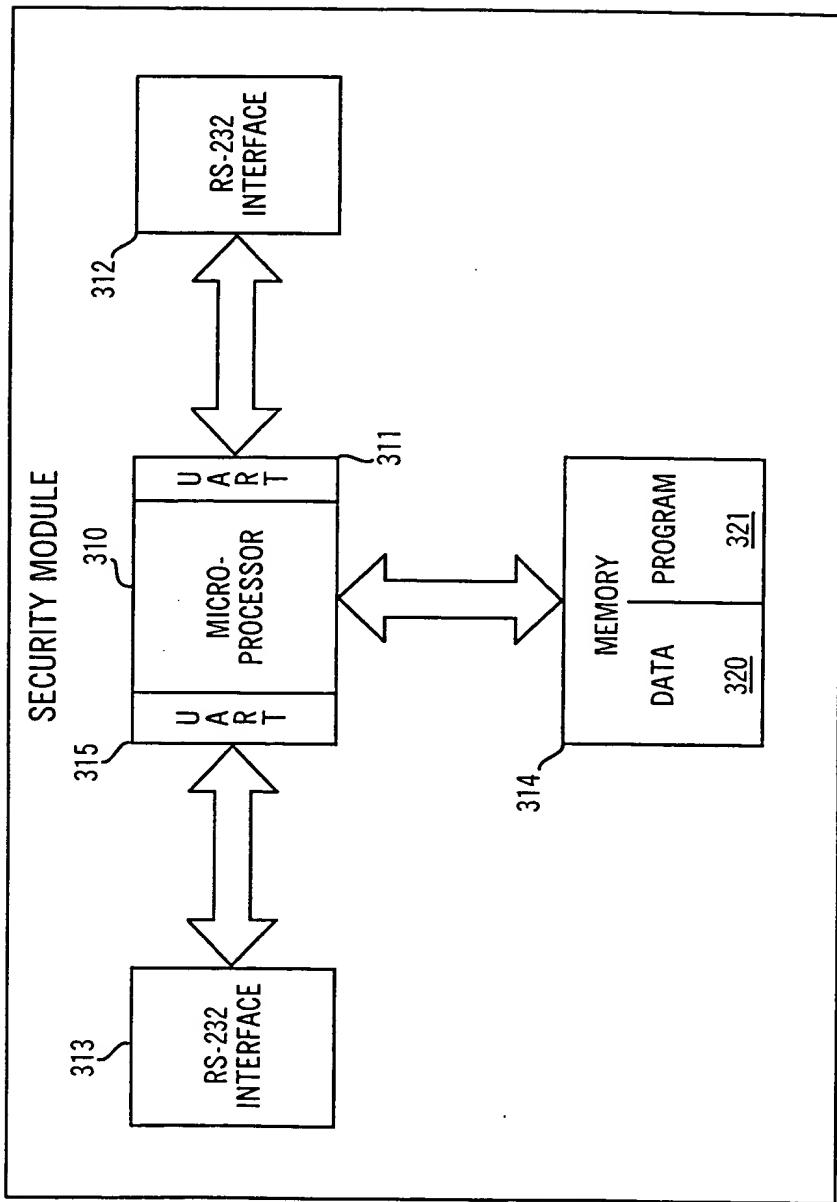


FIG. 4.

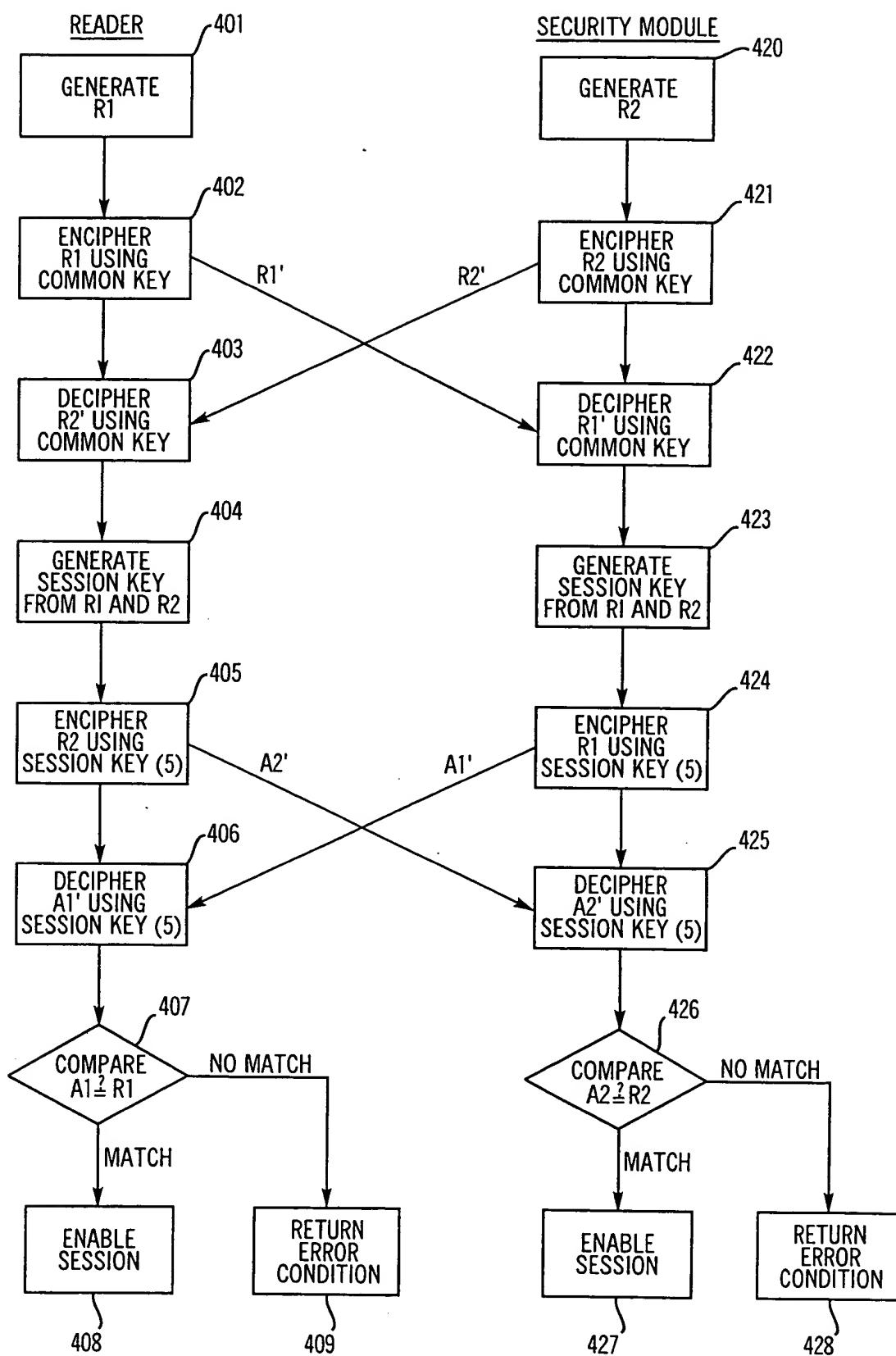


FIG. 5.

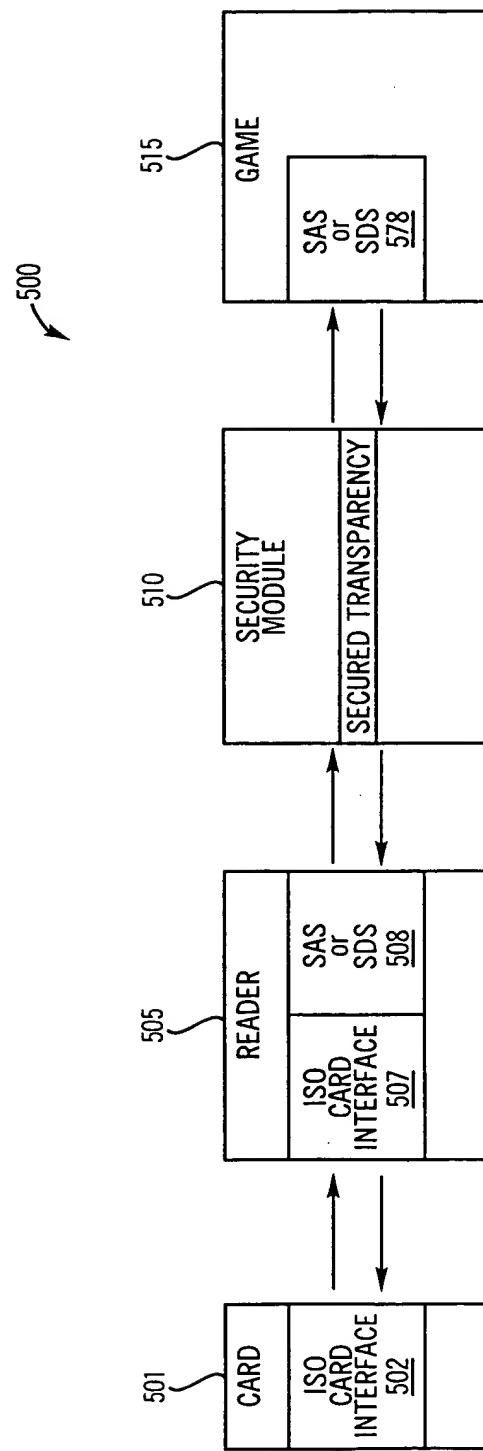


FIG. 6.

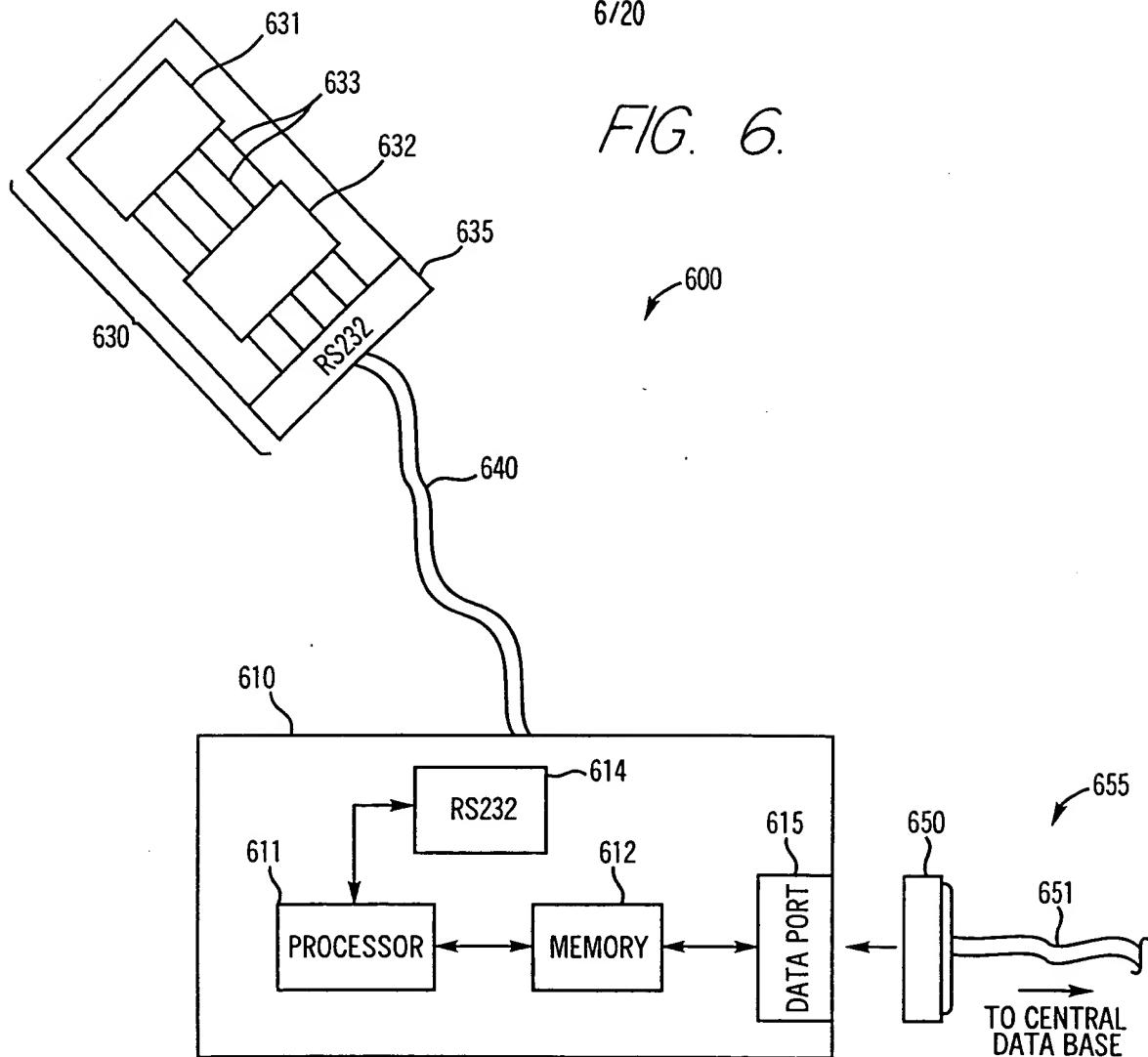


FIG. 7.

HEADER		
702a	SESSION #1	MAC 1
702b	SESSION #2	MAC 2
702c	SESSION #3	MAC 3
702d	SESSION #4	MAC 4
⋮		
702n	SESSION #N	MAC-N
UPLOAD MAC		

TRANSACTION LIST  
RECORD FORMAT

FIG. 8A.

RECORD ID	MACHINE ID	READER ID	DENOM	TOTAL IN	TOTAL OUT	TOTAL PLYD	TOTAL WON	START DATE	START TIME	LAST DATE	LAST TIME	NUM SEQ.	MAC	TOTAL
801	802	803	804	805	806	807	808	809	810	811	812	813	814	815

800

FIG. 8B.

RECORD ID	CUMM IN	CUMM OUT	CUMM PLYD	CUMM WON	TOTAL
821	822	823	824	825	826

820

FIG. 8C.

RECORD ID	SESSION #	CARD #	TRAN TYPE	SESS IN	SESS OUT	SESS PLYD	SESS WON	PLAYER ID	OFFSET DATE	START TIME	DURATION	TOTAL
841	842	843	844	845	846	847	848	849	850	851	852	853

7/20

FIG. 8D.

RECORD ID	MACHINE ID	READER ID	NUM INCIDENTS	TOTAL
861	862	863	864	865

860

FIG. 8E.

RECORD ID	INC CODE	DATE	TIME	PROG. STATE	DATA
881	882	883	884	885	886

880

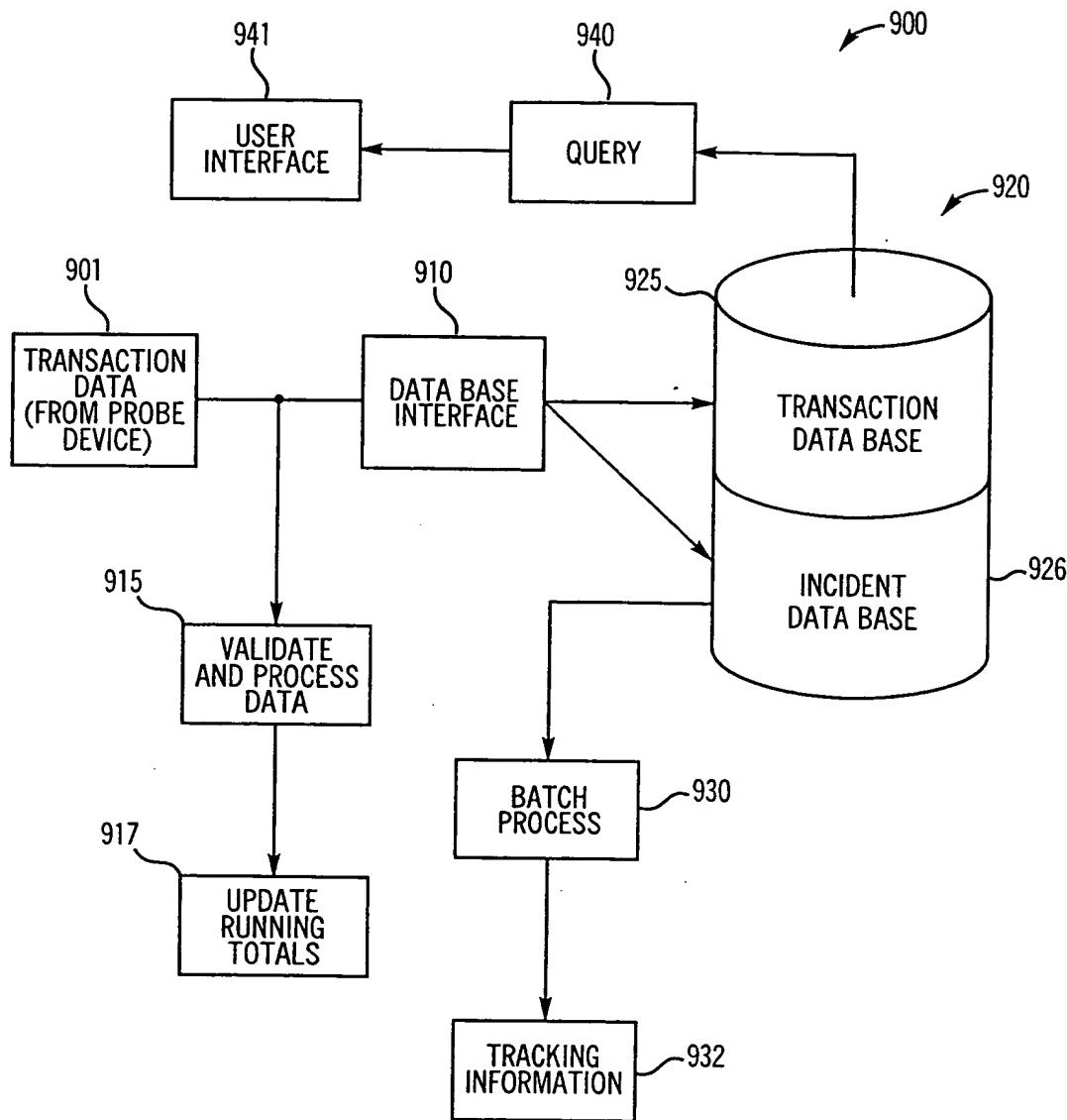
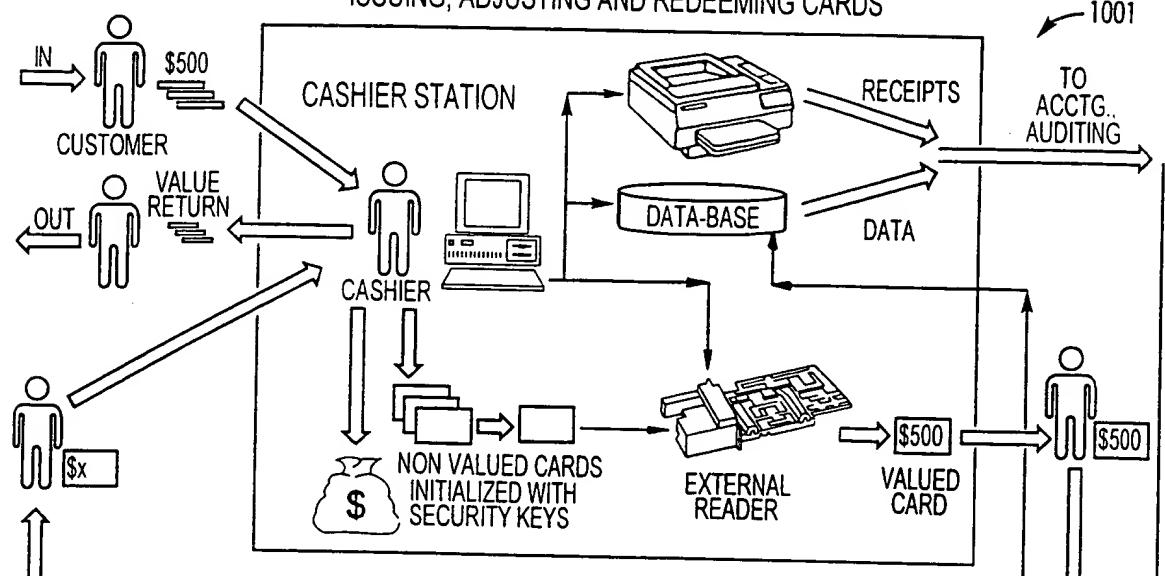
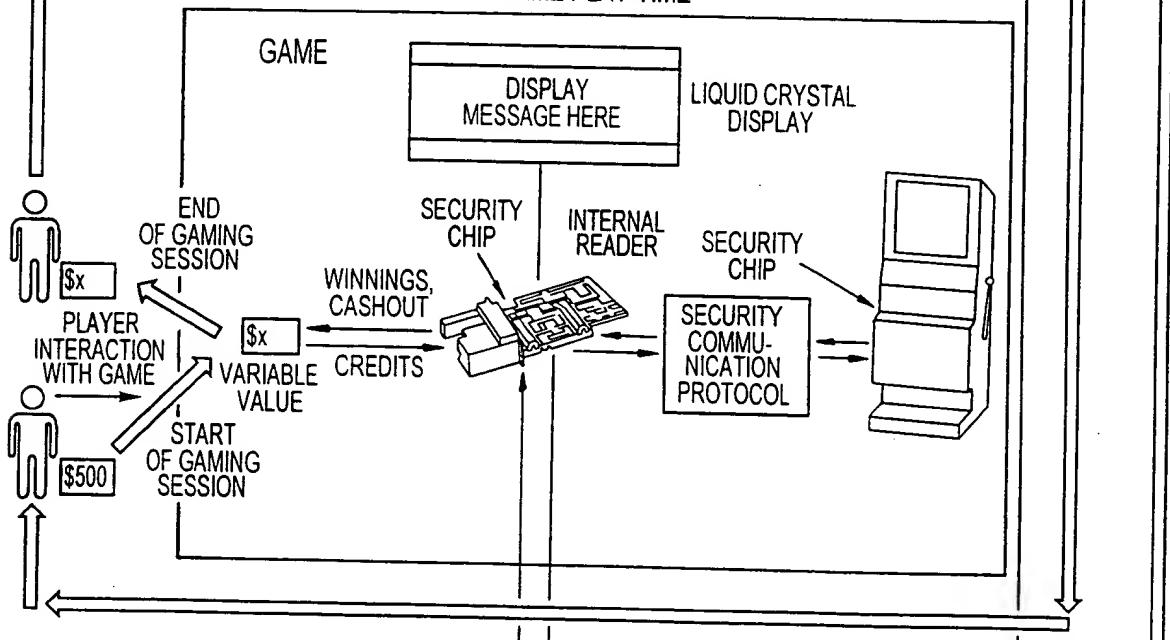


FIG. 9.

## ISSUING, ADJUSTING AND REDEEMING CARDS



## GAME PLAY TIME



## DOWNLOADING AND

## UPLOADING OF THE READER

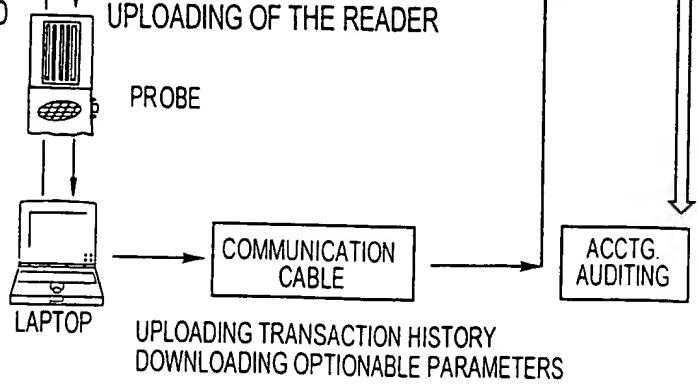


FIG. 10.

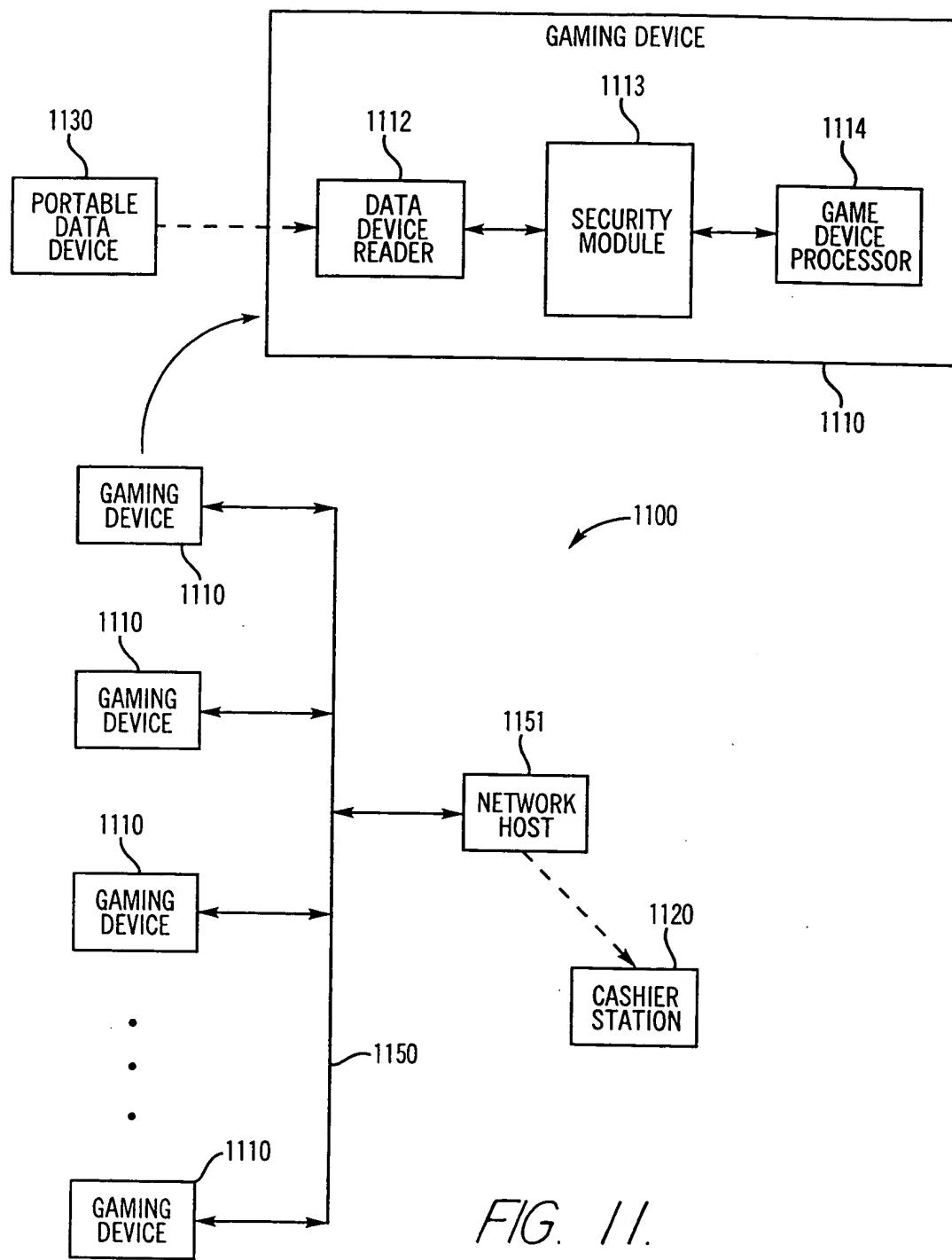


FIG. II.

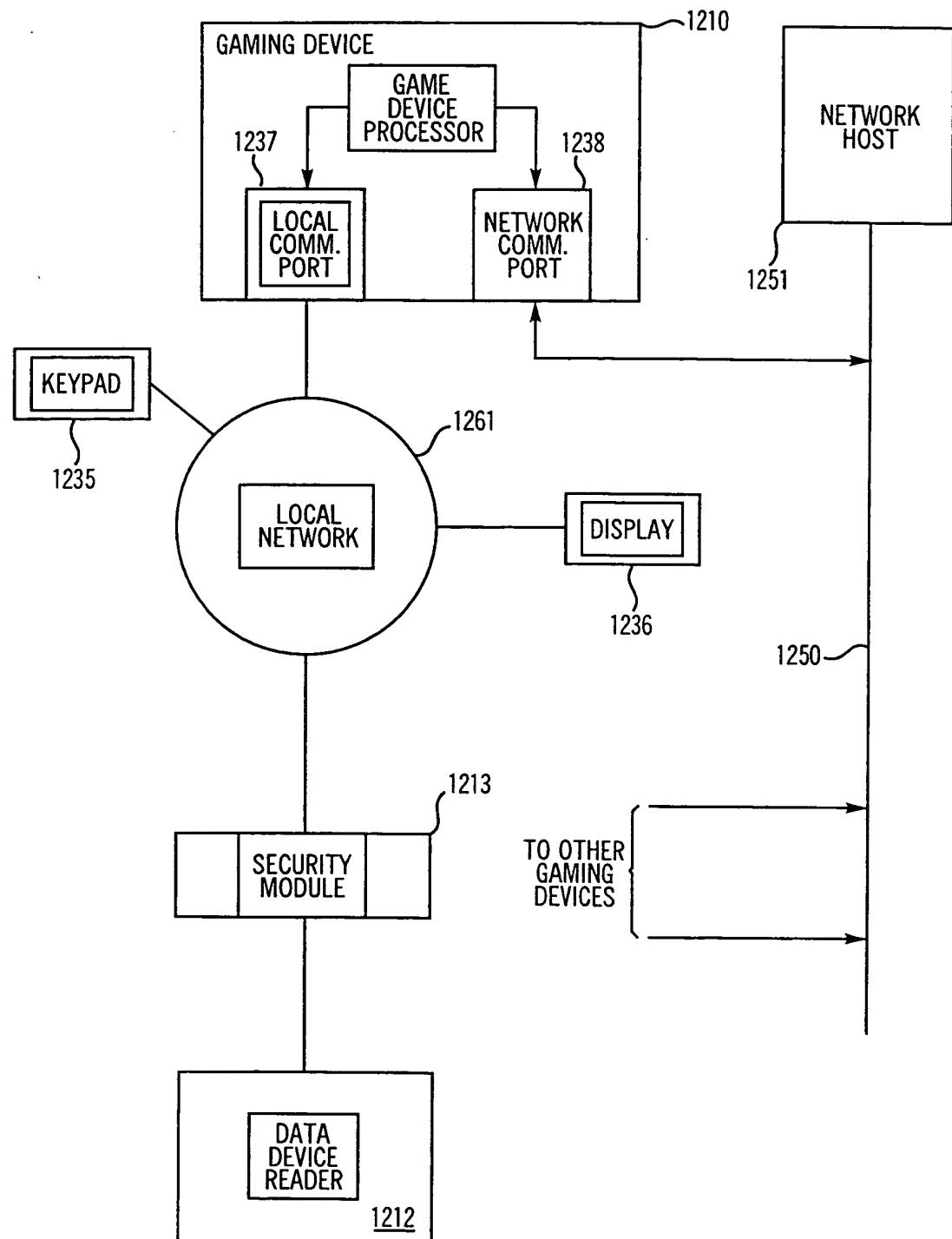
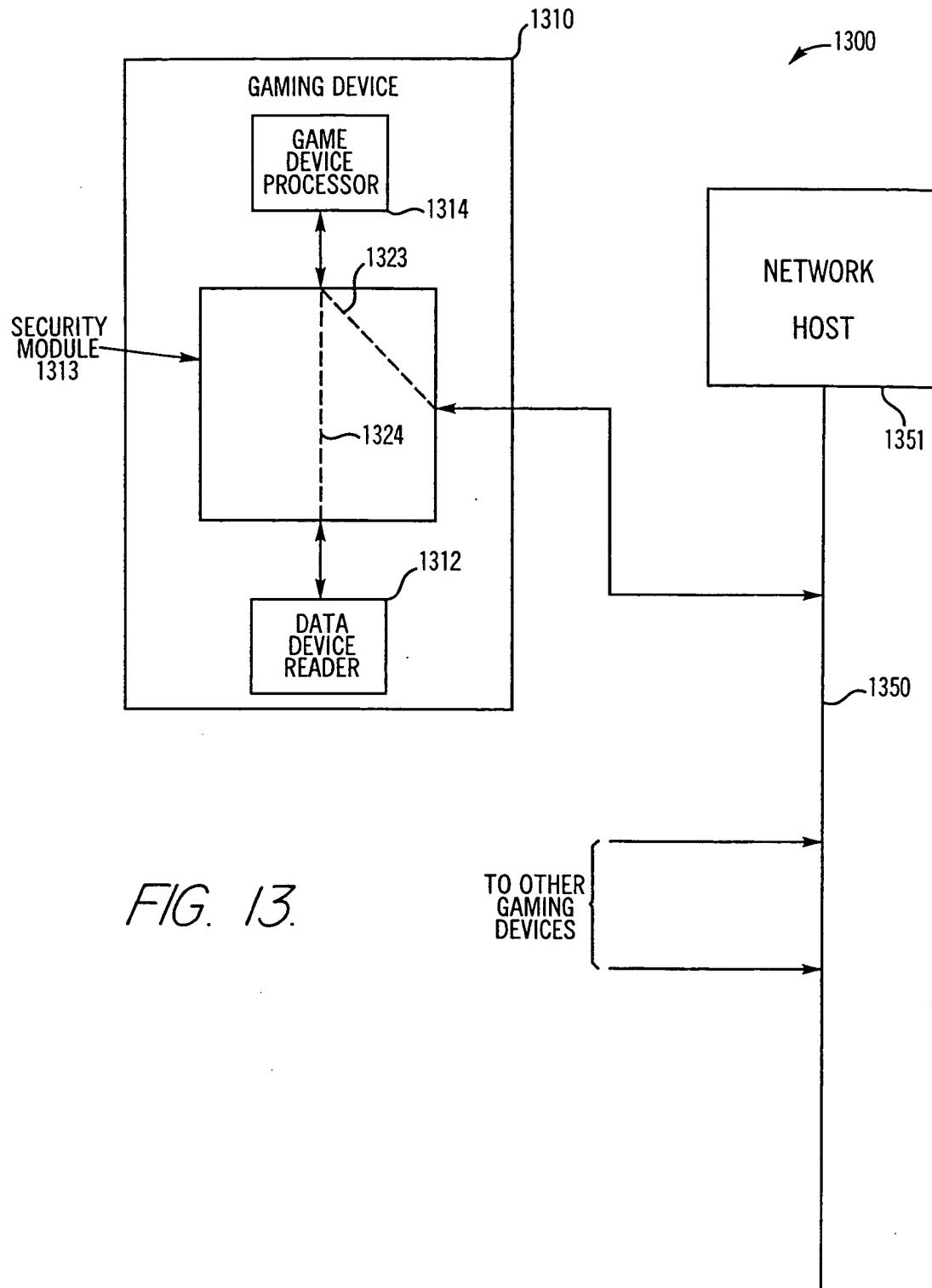


FIG. 12.



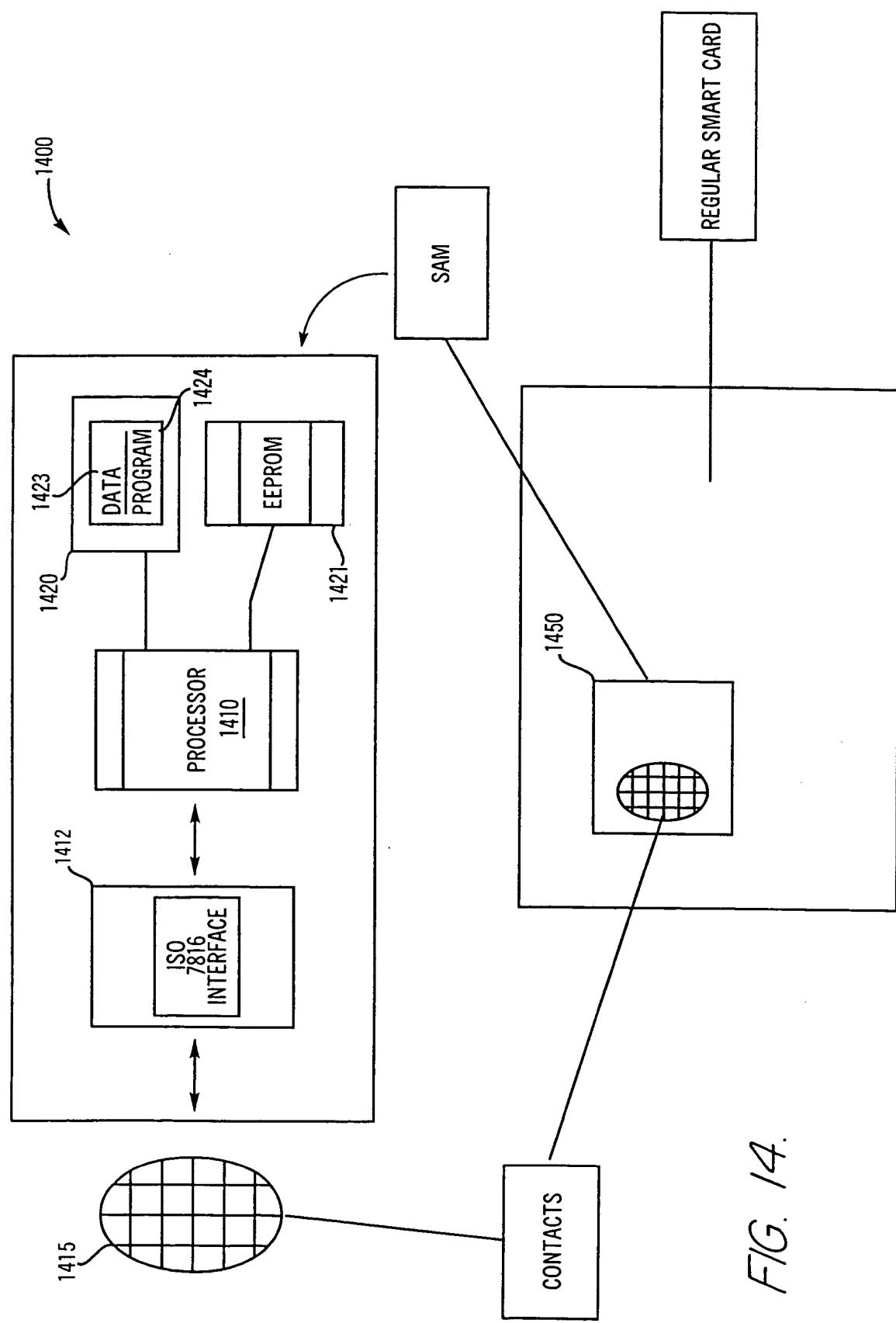


FIG. 14.

## USER CARD MAPPING

FIELD	PLAYER ID	ISSUE DATE	EXP. DATE	TITLE	LAST	MIDDLE	FIRST	RETAIN	CARD	CASINO ID	LANGUAGE ID
CODE	BCD	DATE	DATE	ASC	ASC	ASC	ASC	HEX	BCD	BCD	HEX
FORMAT	999999	YY-MM- DD									
BYTES	3	3	3	3	20	1	20	4	4	4	1

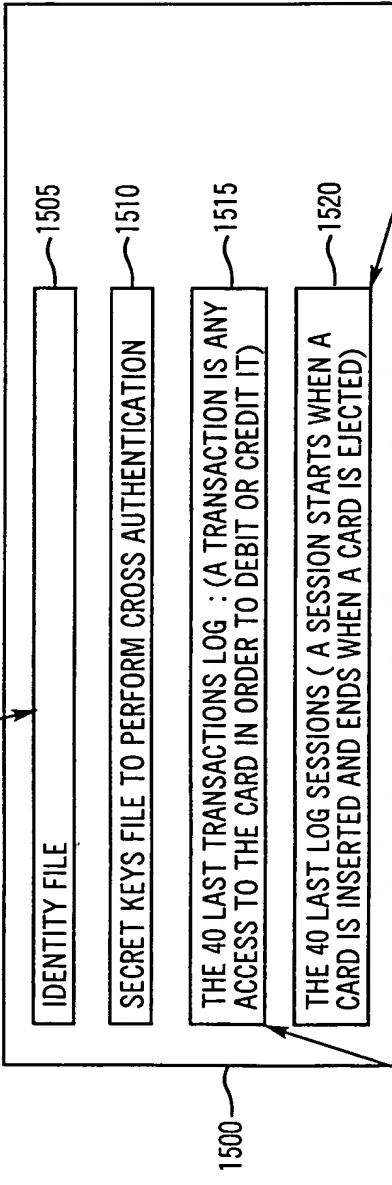


FIG. 15.

FIELD	SESSION NUMBER	MACHINE ID	TRANSACT TYPE	CARD VALUE	CUMM. OUT	CUMM. PLAYED	CUMM. WON
CODE	HEX	HEX	HEX	HEX	HEX	HEX	HEX
	0..						
FORMAT	9999						
BYTES	2	4	2	4	4	4	4

FIELD	SESSION NUMBER	MACHINE ID	TRANSACT TYPE	CARD VALUE	CUMM. OUT	CUMM. PLAYED	CUMM. WON
CODE	HEX	HEX	HEX	HEX	HEX	HEX	HEX
	0..						
FORMAT	9999						
BYTES	2	4	2	4	4	4	4

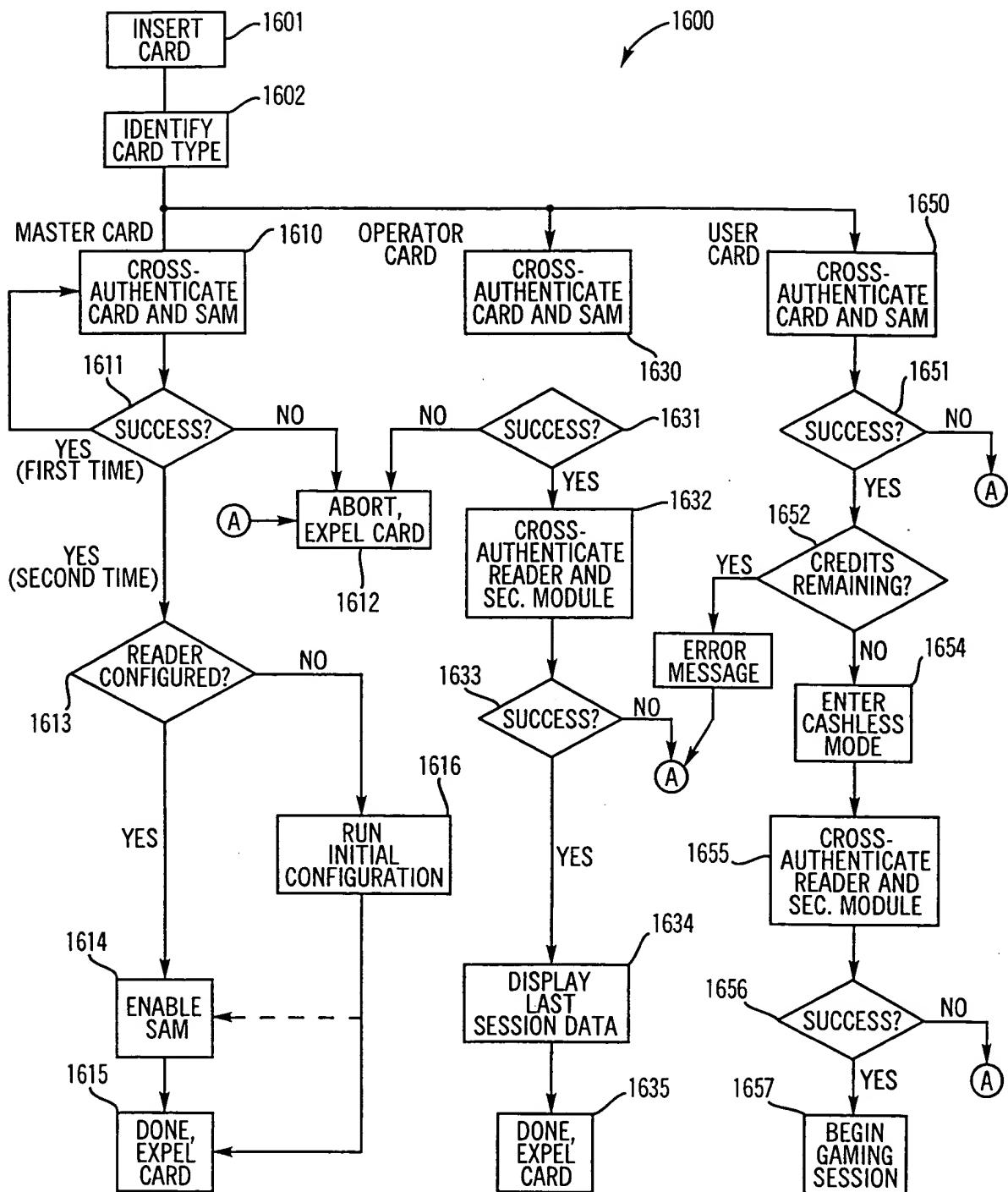
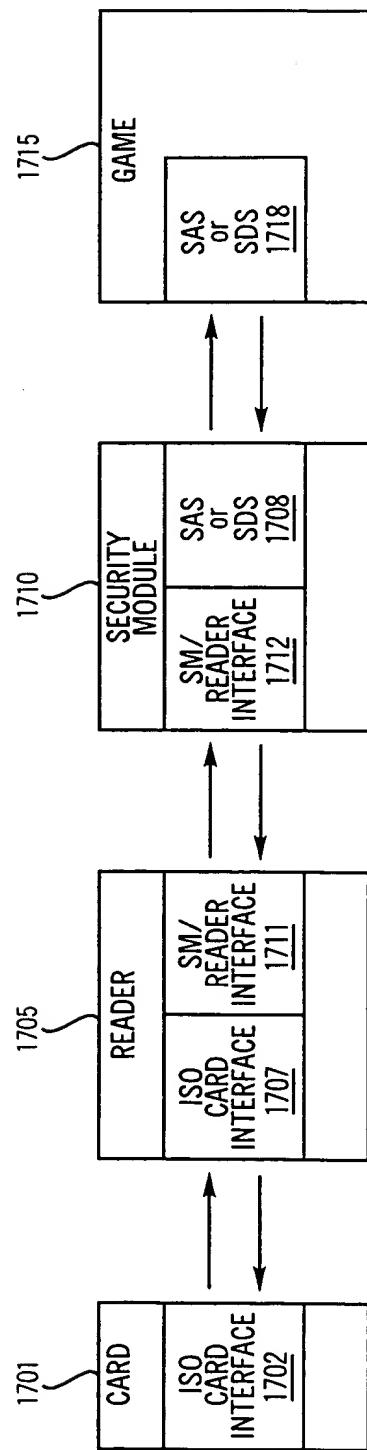
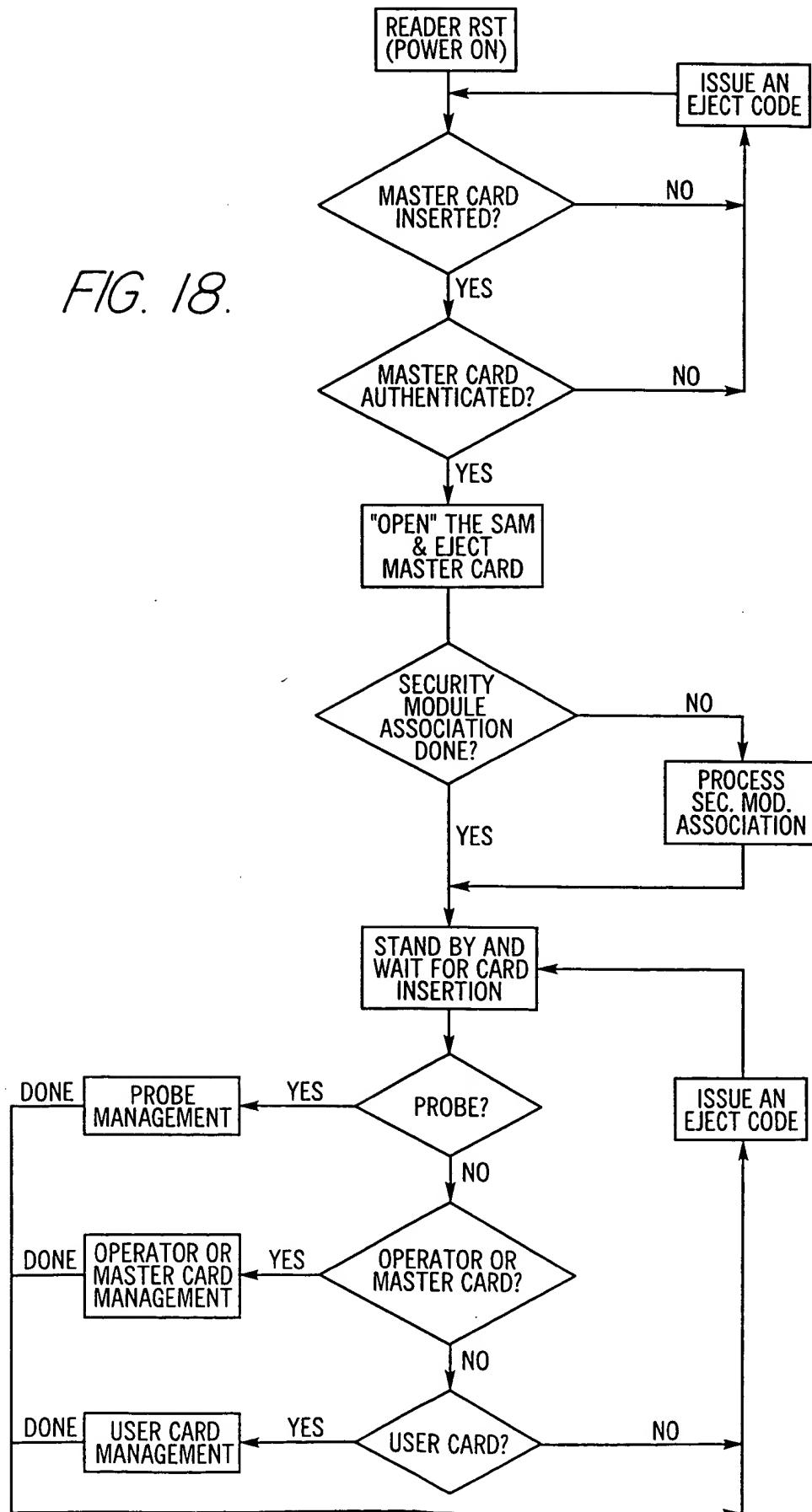


FIG. 16.

FIG. 17.





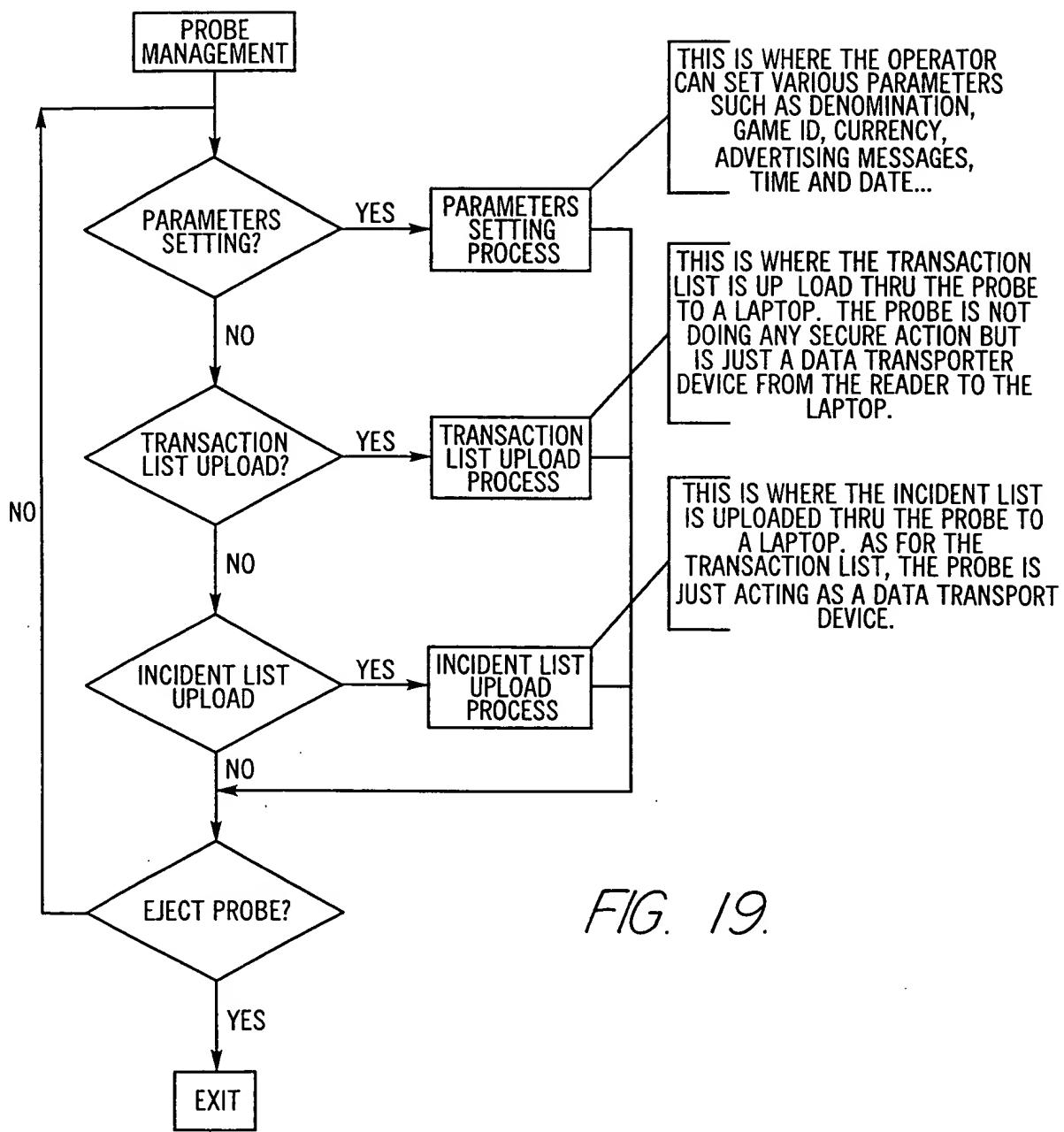


FIG. 19.

FIG. 20.

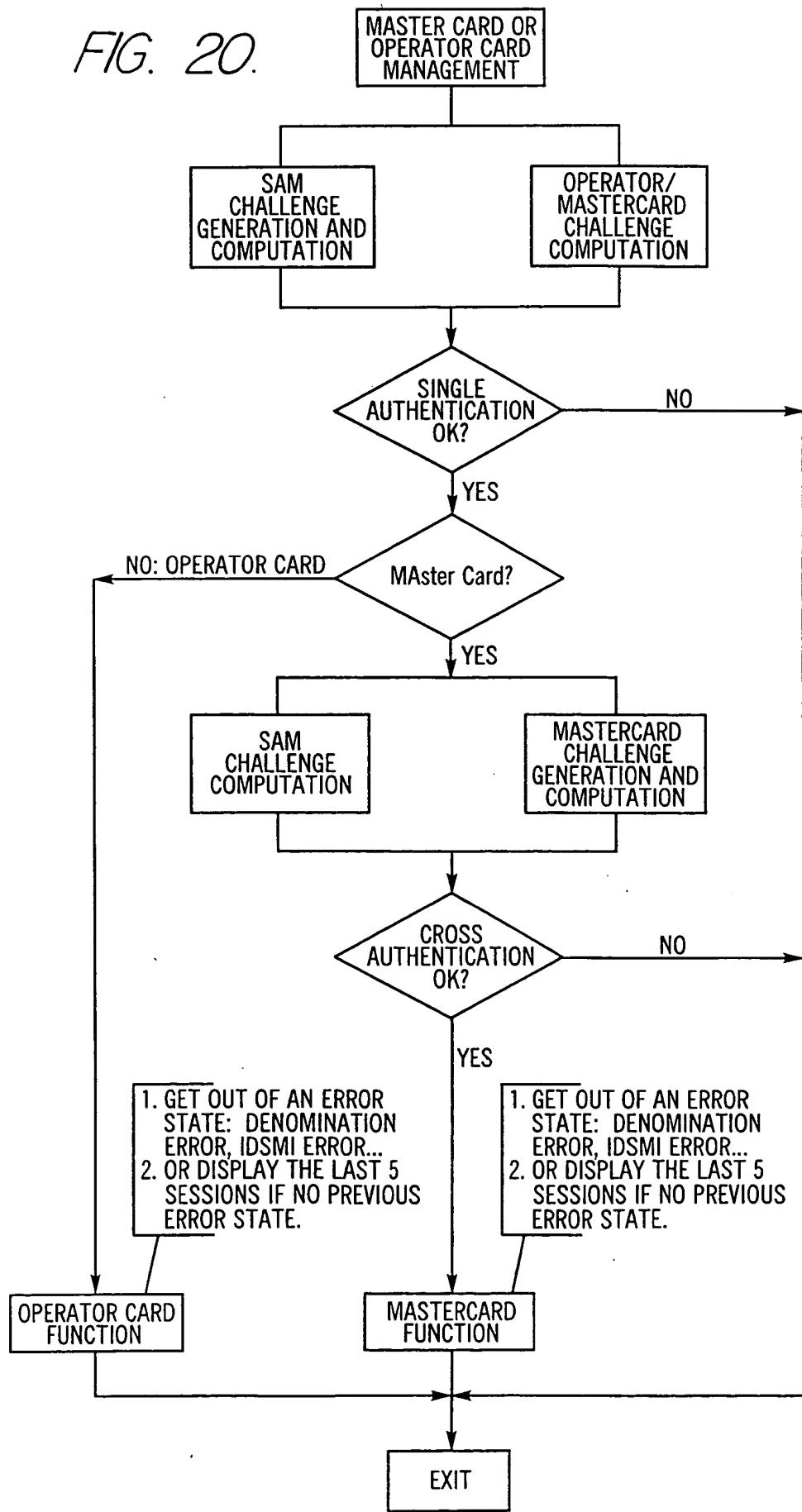


FIG. 21.

